

CLAIM LISTING

1-54. (Cancelled)

55. (Previously Presented) A method for horizontally scrolling a window to the left by one or more pixels, the method comprising:

storing a plurality of pixels defining the entire window comprising graphics, wherein a portion of the window and the graphics are displayed and a portion of the window and the graphics are not displayed, in a memory;

receiving a first numerical value indicating how many pixels are to be blanked out;

receiving a first address of a start of the window;

receiving a first portion of the graphics, wherein the first portion of the graphics is associated with the received first address, from the memory;

blanking out how many pixels are indicated by the first numeric value of the first portion of graphics;

displaying the first portion of graphics such that the blanked out pixels of the plurality of pixels are not displayed and a first non-blanked pixel of the plurality of pixels is displayed;

receiving a second numerical value for indicating how many pixels are to be blanked out;

receiving a second address of a second start of the window, the second address pointing to the right of the first start address by one or more graphic memory words;

receiving a second portion of the graphics, wherein the second portion is associated with the received second address, the second plurality of graphics data being from the memory;

blanking out how many pixels are indicated by the second numerical value of the second portion of graphics; and

displaying the second portion of the graphics such that the blanked out pixels of the plurality of pixels are not displayed and a first non-blanked pixel of the

plurality of pixels is displayed; and

wherein the plurality of pixels defining the entire window comprising the graphics are stored in the memory while blanking out how many pixels are indicated in the first numerical value and how many pixels are indicated in the second numerical value.

56. (Previously Presented) The method of horizontally scrolling the display window to the left of claim 55, wherein the first numerical value and the second numerical value are included in a window descriptor.

57. (Previously Presented) The method of horizontally scrolling the display window to the left of claim 55, wherein the first numerical value and the second numerical value are respectively included in first and second fields of a plurality of window descriptors.

58. (Previously Presented) The method of horizontally scrolling the display window to the left of claim 55, wherein the first numerical value is included in a first window descriptor and the second numerical value is included in a second window descriptor.

59. (Previously Presented) A method for horizontally scrolling a display window to the left by one or more pixels, the method comprising:

receiving a first numerical value for indicating how many pixels are to be blanked out;

receiving a first address of a start of the display window;

receiving a first plurality of graphics data associated with the received first address, the first plurality of graphics data being from a memory;

blanking out how many pixels are indicated by the first numerical value of the first plurality of graphics data, while continuing storing said how many pixels in memory;

displaying the first plurality of graphics data such that the blanked out

pixels of the first plurality of graphics data are not displayed and a first non-blanked pixel of the first plurality of graphics data is displayed;

receiving a second numerical value for indicating how many pixels are to be blanked out;

receiving a second address of a second start of the display window, the second address pointing to the right of the first address by one or more graphic memory words;

receiving a second plurality of graphics data associated with the received second address, the second plurality of graphics data being from the memory;

blanking how many pixels are indicated by the second numerical value of the second plurality of graphics data based on the received second numerical value; and

displaying the second plurality of graphics data such that the blanked out pixels of the second plurality of graphics data are not displayed and a first non-blanked pixel of the second plurality of graphics data is displayed,

wherein the second numerical value is greater than the first numerical value; and

storing a plurality of pixels defining the entire display window and the graphics in a memory while blanking the first numerical value and the second numerical value.

60. (Previously Presented) The method of horizontally scrolling the display window to the left of claim 59, wherein the first numerical value and the second numerical value are included in a window descriptor.

61. (Previously Presented) The method of horizontally scrolling the display window to the left of claim 59, wherein the first numerical value and the second numerical value are respectively included in first and second fields of a plurality of window descriptors.

62. (Previously Presented) The method of horizontally scrolling the display window to the left of claim 59, wherein the first numerical value is included in a first window descriptor and the second numerical value is included in a second window descriptor.

63-71. (Cancelled)

72. (Previously Presented) The method of claim 55 wherein the first numerical value indicates how many pixels are to be blanked out at a horizontal edge of the display window.

73. (Previously Presented) The method of claim 59 wherein the first numerical value indicates how many pixels are to be blanked out at a horizontal edge of the display window.

74. (Cancelled)

75. (Previously Presented) A method for horizontally scrolling a window to the right by one or more pixels, the method comprising:

storing a plurality of pixels defining the entire window comprising graphics, wherein a portion of the window and the graphics are displayed and a portion of the window and the graphics are not displayed, in a memory;

receiving a first numerical value indicating how many pixels are to be blanked out;

receiving a first address of a start of the window;

receiving a first portion of the graphics, wherein the first portion of the graphics is associated with the received first address, from the memory;

blanking out how many pixels are indicated by the first numeric value of the first portion of graphics;

displaying the first portion of graphics such that the blanked out pixels of the plurality of pixels are not displayed and a first non-blanked pixel of the plurality

of pixels is displayed;

- receiving a second numerical value for indicating how many pixels are to be blanked out;
- receiving a second address of a second start of the window, the second address pointing to the left of the first start address by one or more graphic memory words;
- receiving a second portion of the graphics, wherein the second portion is associated with the received second address, the second plurality of graphics data being from the memory;
- blanking out how many pixels are indicated by the second numerical value of the second portion of graphics; and
- displaying the second portion of the graphics such that the blanked out pixels of the plurality of pixels are not displayed and a first non-blanked pixel of the plurality of pixels is displayed; and
- wherein the plurality of pixels defining the entire window comprising the graphics are stored in the memory while blanking out how many pixels are indicated in the first numerical value and how many pixels are indicated in the second numerical value.

76. (Previously Presented) The method of horizontally scrolling the display window to the right of claim 75, wherein the first numerical value and the second numerical value are included in a window descriptor.

77. (Previously Presented) The method of horizontally scrolling the display window to the right of claim 75, wherein the first numerical value and the second numerical value are respectively included in first and second fields of a plurality of window descriptors.

78. (Previously Presented) The method of horizontally scrolling the display window to the left of claim 75, wherein the first numerical value is included in a first window descriptor and the second numerical value is included in a second window

descriptor.

79. (Previously Presented) A method for horizontally scrolling a display window to the left by one or more pixels, the method comprising:

receiving a first numerical value for indicating how many pixels are to be blanked out;

receiving a first address of a start of the display window;

receiving a first plurality of graphics data associated with the received first address, the first plurality of graphics data being from a memory;

blanking out how many pixels are indicated by the first numerical value of the first plurality of graphics data, while continuing storing said how many pixels in memory;

displaying the first plurality of graphics data such that the blanked out pixels of the first plurality of graphics data are not displayed and a first non-blanked pixel of the first plurality of graphics data is displayed;

receiving a second numerical value for indicating how many pixels are to be blanked out;

receiving a second address of a second start of the display window, the second address pointing to the left of the first address by one or more graphic memory words;

receiving a second plurality of graphics data associated with the received second address, the second plurality of graphics data being from the memory;

blanking how many pixels are indicated by the second numerical value of the second plurality of graphics data based on the received second numerical value; and

displaying the second plurality of graphics data such that the blanked out pixels of the second plurality of graphics data are not displayed and a first non-blanked pixel of the second plurality of graphics data is displayed,

wherein the second numerical value is greater than the first numerical value; and

storing a plurality of pixels defining the entire display window and the

graphics in a memory while blanking the first numerical value and the second numerical value.

80. (Previously Presented) The method of horizontally scrolling the display window to the right of claim 79, wherein the first numerical value and the second numerical value are included in a window descriptor.

81. (Previously Presented) The method of horizontally scrolling the display window to the right of claim 79, wherein the first numerical value and the second numerical value are respectively included in first and second fields of a plurality of window descriptors.

82. (Previously Presented) The method of horizontally scrolling the display window to the left of claim 79, wherein the first numerical value is included in a first window descriptor and the second numerical value is included in a second window descriptor.

83. (Previously Presented) The method of claim 55, wherein pointing to the right of the first start address by one or more graphic memory words further comprises pointing to the right and one of above or below the starting address.

84. (Previously Presented) The method of claim 59, wherein pointing to the right of the first start address by one or more graphic memory words further comprises pointing to the right and one of above or below the starting address.

85. (Previously Presented) The method of claim 75, wherein pointing to the left of the first start address by one or more graphic memory words further comprises pointing to the right and one of above or below the starting address.

86. (Previously Presented) The method of claim 79, wherein pointing to the left of the first start address by one or more graphic memory words further comprises pointing to the right and one of above or below the starting address.